

165.2 %
Max. App CPU400.0 %
Max. Device CPU169.5 MB
Max. App Memory1293.4 MB
Max. Device Memory

26 Avg. FPS

0 Crashes

⌚ Duration: 5 minutes, 19 seconds
▶ Start Date: Jan 03, 2025 15:34:42
▣ End Date: Jan 03, 2025 15:40:01

⌚ Test Session: Wikipedia Performance Tests
▣ Device: sdk_gphone_x86 11

Summary

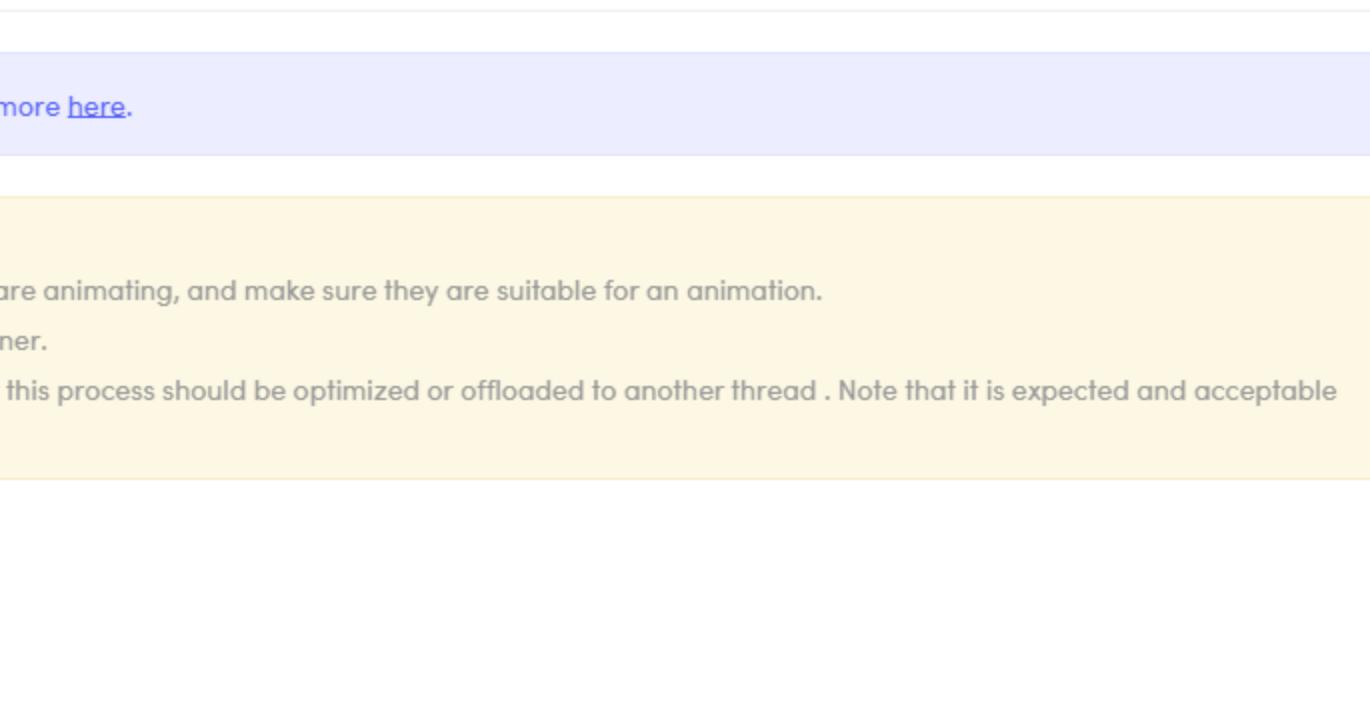
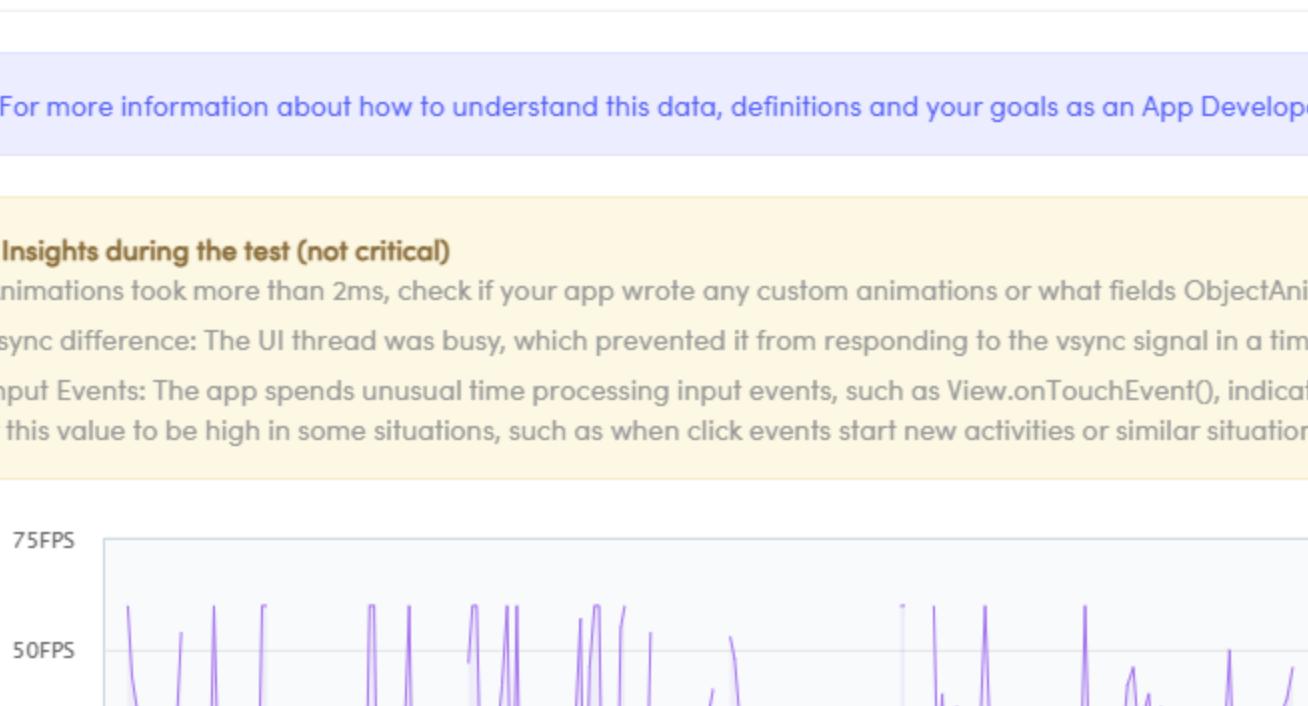
● Pass ● Moderate ● Warning ● Skipped

! Max. Animations	27.4 ms	(Warning limit exceeded: > 16.67 ms)
! Max. Draw Time	290.0 ms	(Warning limit exceeded: > 16.67 ms)
! Avg. FPS	26	(Warning limit exceeded: < 30)
! Max. Input Events	367.5 ms	(Warning limit exceeded: > 16.67 ms)
! Janks	62.0	(Warning limit exceeded: > 50)
! Max. Layout Measure Time	586.5 ms	(Warning limit exceeded: > 16.67 ms)
⚠ Max. SQLite Performed Query	171.0 ms	(Moderate limit exceeded: >= 100 ms)
✓ Pass		
Avg. App CPU:	31.4 %	
Max. App CPU:	165.2 %	
Avg. App Memory:	124.0 MB	
Max. App Memory:	169.5 MB	
App Size:	20.4 MB	
Crashes:	0	
Avg. Device CPU:	228.1 %	
Max. Device CPU:	400.0 %	
Avg. Device Memory:	1191.5 MB	
Max. Device Memory:	1293.4 MB	
Avg. Energy Score:	51.3 pts	
Total Network Download:	0.0 MB	
Total Network Upload:	0.0 MB	

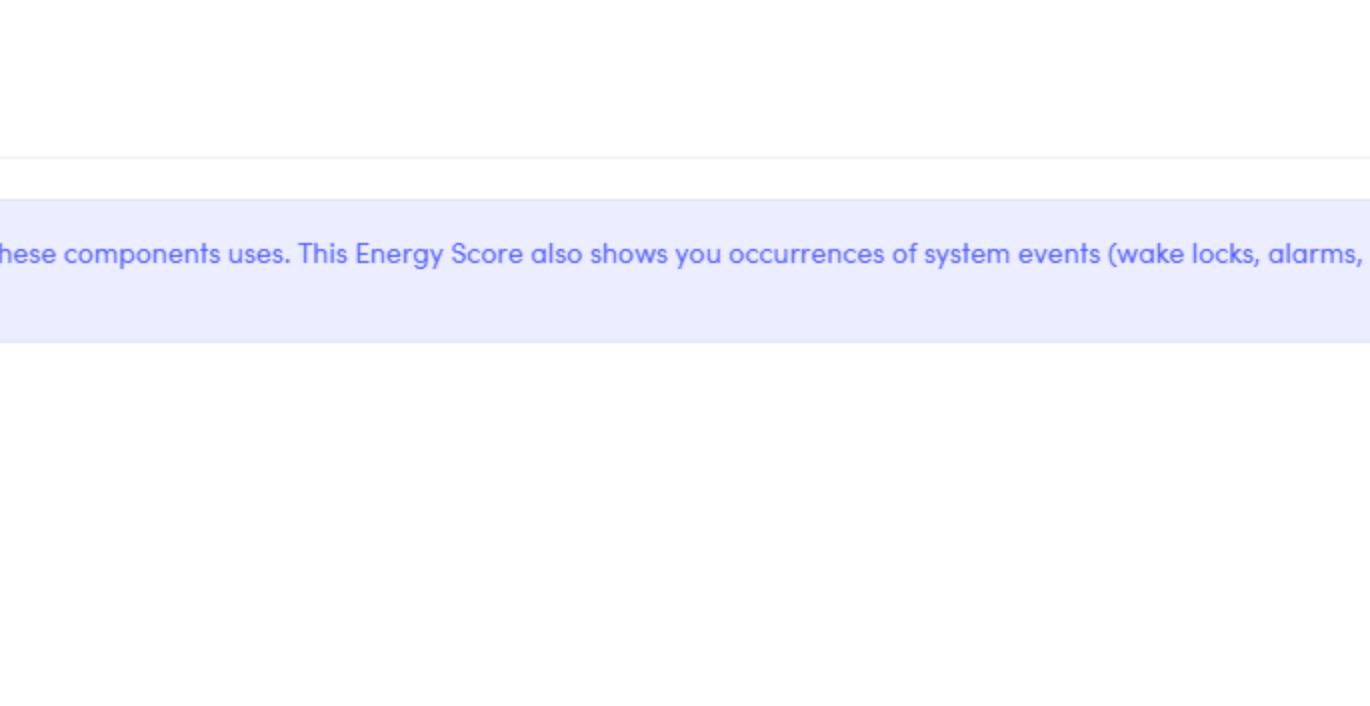
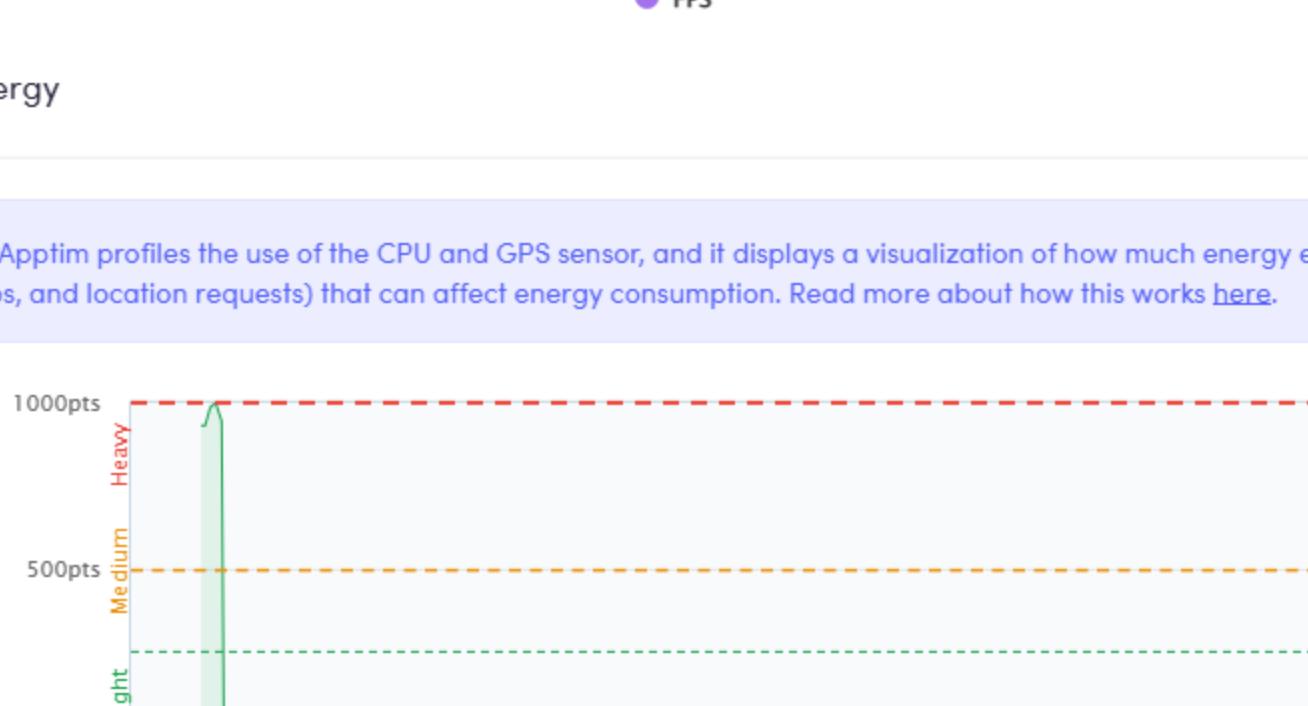
Metrics

CPU

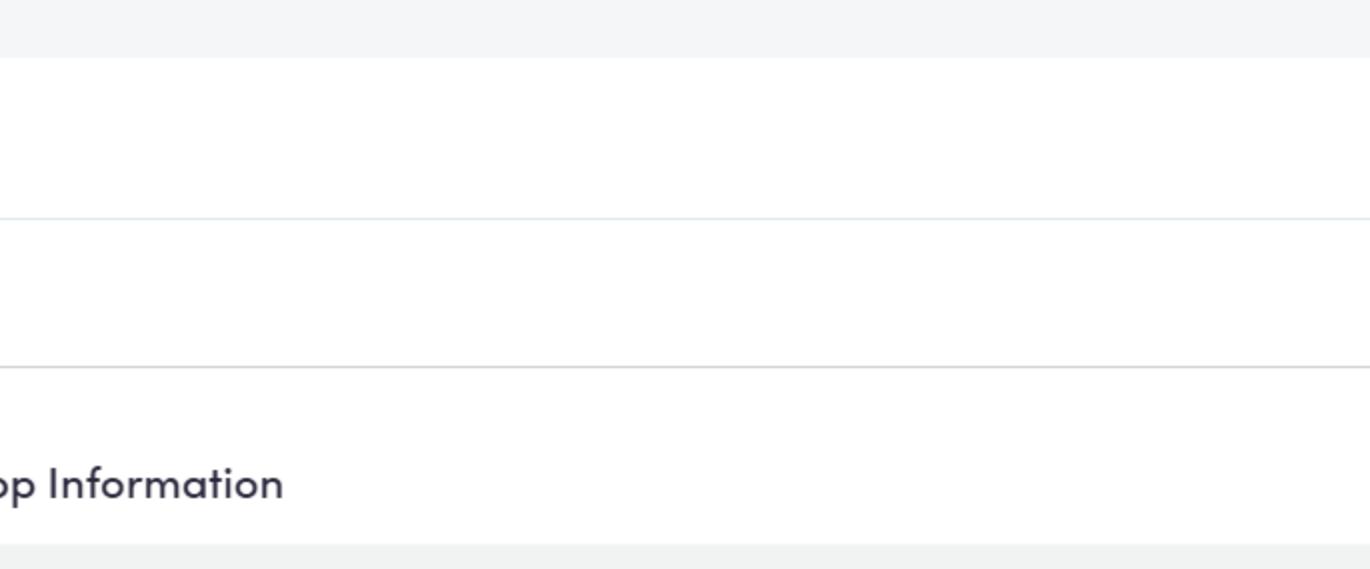
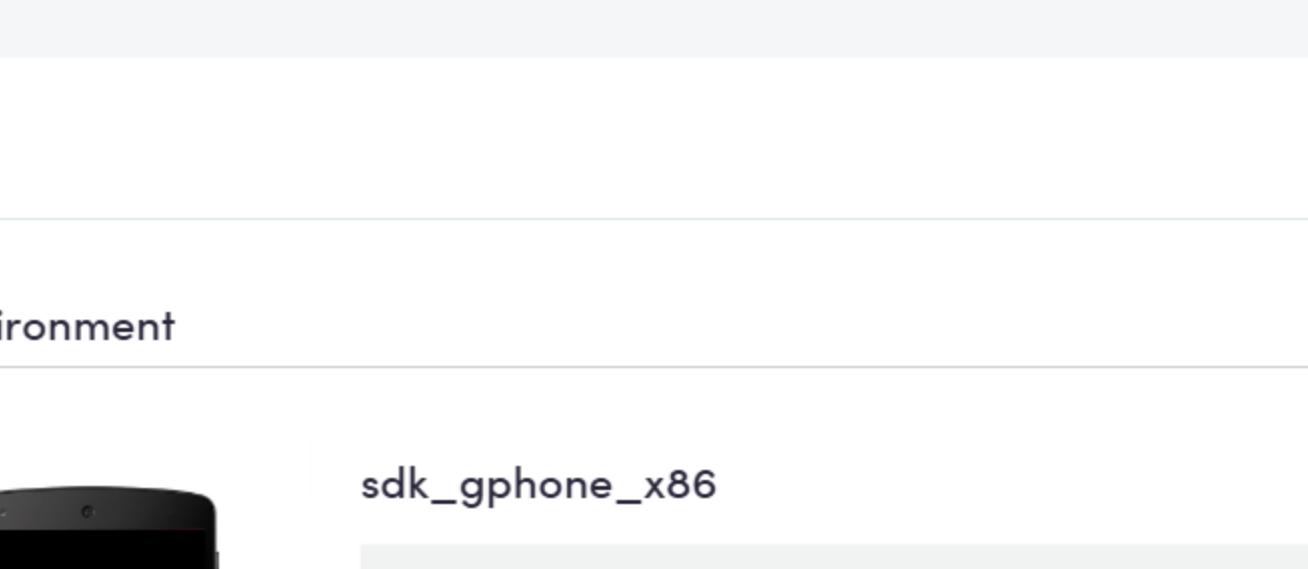
⌚ Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU usage you might encounter CPU percentages that appear to exceed 100%. This indicates that the total CPU utilization across all cores is higher than the capacity of a single core.



Memory



Network

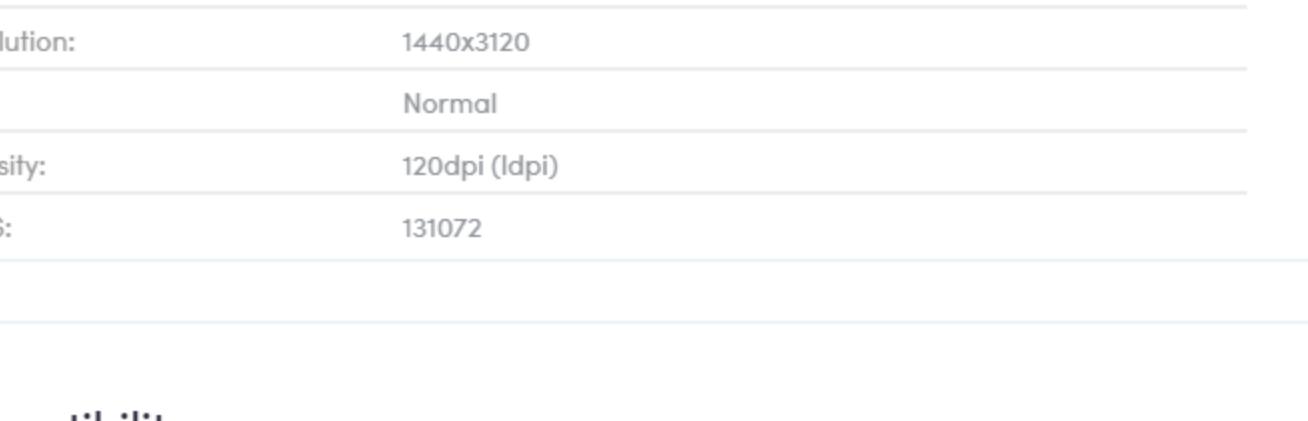


Render

⌚ For more information about how to understand this data, definitions and your goals as an App Developer read more [here](#).

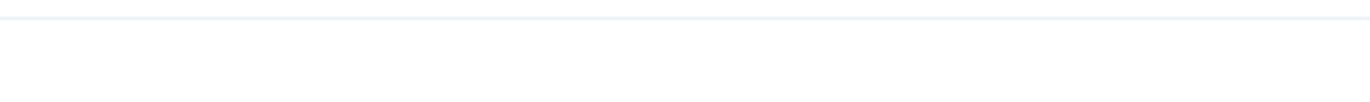
⚠ Insights during the test (not critical)

- Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.
- Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.
- Input Events: The app spends unusual time processing input events, such as View.onTouchEvent(), indicating that this process should be optimized or offloaded to another thread. Note that it is expected and acceptable for this value to be high in some situations, such as when click events start new activities or similar situations.

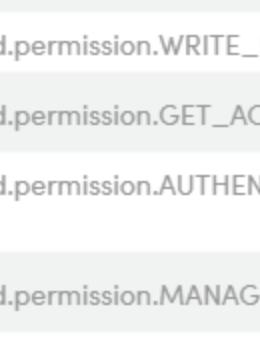


Energy

⌚ Apptim profiles the use of the CPU and GPS sensor, and it displays a visualization of how much energy each of these components uses. This Energy Score also shows you occurrences of system events (wake locks, alarms, jobs, and location requests) that can affect energy consumption. Read more about how this works [here](#).



Test Environment



sdk_gphone_x86

Android version:	11
Manufacturer:	Google
Model:	sdk_gphone_x86
CPU:	ranchu
CPU Arch:	x86
CPU Cores:	1
RAM:	2GB

App Information

Name:	Wikipedia Alpha
Version:	2.5.194-alpha-2017-05-30
Package Name:	org.wikipedia.alpha
Launch Activity:	org.wikipedia.main.MainActivity
Use large heap:	Yes
Debuggable:	Yes

Screen Information

Screen orientation:	port
Screen resolution:	1440x3120
Layout size:	Normal
Display density:	120dpi (ldpi)
OpenGL ES:	131072

Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	a182b56b0c0f46fad76df13aa18dad16c90e25f878012b9cf163c89f2b463bfa
Apptim Agent Version:	0.16.3

App Compatibility

Min API Level:	16
Target API Level:	25
Native CPU architectures:	No
Screens:	small normal large xlarge

Permissions

android.permission.INTERNET	Allows the app to create network sockets and use custom network protocols. The browser and other applications provide means to send data to the internet, so this permission is not required to send data to the internet.
android.permission.WRITE_EXTERNAL_STORAGE	Allows the app to write to the SD card.
android.permission.GET_ACCOUNTS	Allows the app to get the list of accounts known by the phone. This may include any accounts created by applications you have installed.
android.permission.AUTHENTICATE_ACCOUNTS	Allows the app to use the account authenticator capabilities of the AccountManager, including creating accounts and getting and setting their passwords.
android.permission.MANAGE_ACCOUNTS	Allows the app to perform operations like adding and removing accounts, and deleting their password.

android.permission.RECEIVE_BOOT_COMPLETED	Allows the app to have itself started as soon as the system has finished booting. This can make it take longer to start the phone and allow the app to slow down the overall phone by always running.
android.permission.ACCESS_FINE_LOCATION	Allows the app to get your precise location using the Global Positioning System (GPS) or network location sources such as cell towers and Wi-Fi. These location services must be turned on and available to your device for the app to use them. Apps may use this to determine where you are, and may consume additional battery power.
android.permission.ACCESS_NETWORK_STATE	Allows the app to view information about network connections such as which networks exist and are connected.
android.permission.ACCESS_WIFI_STATE	Allows the app to view information about Wi-Fi networking, such as whether Wi-Fi is enabled and name of connected Wi-Fi devices.
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